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Language Center — ... is part of the human brain cortex where most of **language** processing takes place.

According to http://en.wikipedia.org/wiki/Language_center**C++ - Wikipedia, the free encyclopedia**

While the **C++ language** is royalty-free, the standard document itself is not freely ... of the inline keyword is not compatible with its **C++ definition**. ...

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Carlin, Peter and Chandy, K. Mani and Kesselman, Carl (1993) The Compositional **C++ Language Definition**. Technical Report. California Institute of Technology ...

caltechctr.library.caltech.edu/204/ - 7k - [Cached](#) - [Similar pages](#)**Introduction to the SAS/C C++ Development System : C++ Language ...**

C++ Language Definition. This section describes the main features of the SAS/C **C++ Development System** implementation. The discussion does not attempt to ...

support.sas.com/documentation/onlinedoc/sasc/doc750/html/cpp/z0101821.htm - 83k -[Cached](#) - [Similar pages](#)**The Compositional C++ Language Definition - Carlin, Chandy ...**

This document gives a concise **definition** of the syntax and semantics of CC Knowledge of the **C language definition** and the **C language** reference manual is ...

citeseer.ist.psu.edu/carlin93compositional.html - 21k - [Cached](#) - [Similar pages](#)**C++ Programming Language, The, 3rd Edition - \$47.99**

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[PDF] Multiple Inheritance for C++

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The department now offers a "C++ for Java Programmers" course, CS 368. ... Method **inheritance** is specified with the keyword **extends**

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Amazon.com: Generic Programming and the STL: Using and Extending ...

... as polymorphism and **inheritance** are to object-oriented programming. ... The language C++ cannot be thought of as a mere **extension** to the C language. ...

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Insights into the .NET Architecture

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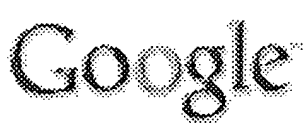
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To tell the C++ compiler that function `subr()` is an external C function and that all references to ... Previous topic: **C++ external function name encoding** ...

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Defining External Functions in C++

All external function definitions must be declared this way. The external "C" part tells the C++ compiler to use C naming conventions, important for making ...

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Calling C++ external functions. Andreas Raab andreas.raab@gmx.de Fri Jun 3 11:36:59 CEST 2005. Previous message: **Calling C++ external functions.** ...

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Calling C++ external functions.

Hi, does someone know whether something special has to be done in order to call C++ external functions using FFI? I know functions symbols are not the same ...

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CCALL Documentation Tool for C and C++

Also, "prt_line" calls the external function "printf". The tree-diagram is followed by a function-vs-line index which helps the user find the first ...

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Xalan-C++ API Documentation

Xalan-C++ API Documentation. The Xalan C++ XSLT Processor Version 1.10 ... Install an external function in the local space. More... ...

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C and C++ - How to use External functions?

C and C++ - How to use External functions? ... I'm unsure how to use functions that are declared as extern... I assume these are built-in functions in C ...

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Mixed-Language Programming and External Linkage

The solution to the problem under discussion is to ask the C++ compiler to use C mangling for the **external functions** to be called, so we can use the ...

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Virtual functions (C++ only)

Virtual functions (C++ only). By default, **C++** matches a **function** call with the correct **function definition** at compile time. This is called static binding. ...

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Stroustrup: C++ Glossary

C++ standard - the **definition** of **C++** provided by ISO. ... The **overriding function** will be invoked when the virtual **function** is called. TC++PL 15.6.2, 6.2, ...

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Function overriding in C++/CLI - The Code Project - Managed C++

Explicit overriding. In native **C++**, a derived class **function** having the same ... Notice the **news** keyword that has been used in the method **definition**. ...

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C++ Programming

Unit 3: Functions in C++. • Sequence the code of a **function definition** to generate a required ... Identify the code to **override** the assignment operator. ...

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Explicit Overrides

The return type, name, and argument list of the **overriding function**. ... in native code or code compiled with /clr:oldSyntax, see **Explicit Overrides (C++)**. ...

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The C++ Object Model

In a **C++ class definition**, a member **function** with the same name as the class ... The derived class may also **override** member **functions** from the base class by ...

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Tessellation Training: "Introduction to C++" outline

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Virtual function - Wikipedia, the free encyclopedia

A virtual **function** allows a derived class to **override functions** in classes it inherits ... In **C++**, virtual **functions** can be explicitly marked as having no ...

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1 [Teaching cleanroom software engineering with object-oriented data abstraction](#)

Gabriel J. Ferrer

 May 2006 **Journal of Computing Sciences in Colleges**, Volume 21 Issue 5

Publisher: Consortium for Computing Sciences in Colleges

 Full text available: pdf(178.91 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper describes the benefit of incorporating two ideas from Design-by-Contract [3] into the teaching of Cleanroom Software Engineering [4][5], namely the specification of method behavior in terms of inspector methods, and inheritance of method specifications. The inspectors serve as a specification of the transformation between the abstract data type represented by a class and its internal data representation. By inheriting method specifications, the behavior of augmented polymorphic method ...

2 [An efficient class and object encoding](#)

Neal Glew

 October 2000 **ACM SIGPLAN Notices , Proceedings of the 15th ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications OOPSLA '00**, Volume 35 Issue 10

Publisher: ACM Press

 Full text available: pdf(286.44 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

An object encoding translates a language with object primitives to one without. Similarly, a class encoding translates classes into other primitives. Both are important theoretically for comparing the expressive power of languages and for transferring results from traditional languages to those with objects and classes. Both are also important foundations for the implementation of object-oriented languages as compilers typically include a phase that performs these translations. This paper describes ...

3 [Object-oriented programming languages and systems \(OOP\): Adding wildcards to the Java programming language](#)

Mads Torgersen, Christian Plesner Hansen, Erik Ernst, Peter von der Ahé, Gilad Bracha, Neal Gafter

 March 2004 **Proceedings of the 2004 ACM symposium on Applied computing**

Publisher: ACM Press

 Full text available: pdf(208.27 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper describes *wildcards*, a new language construct designed to increase the flexibility of object-oriented type systems with parameterized classes. Based on the notion of use-site variance, wildcards provide a type safe abstraction over different instantiations of parameterized classes, by using '?' to denote unspecified type arguments. Thus they essentially unify the distinct families of classes often introduced by parametric polymorphism. Wildcards are implemented as part of the u ...

Keywords: genericity, parameterized types, wildcards

4 Design and implementation of generics for the .NET Common language runtime



Andrew Kennedy, Don Syme

May 2001 **ACM SIGPLAN Notices , Proceedings of the ACM SIGPLAN 2001 conference on Programming language design and implementation PLDI '01**, Volume 36

Issue 5

Publisher: ACM Press

Full text available: pdf(1.25 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The Microsoft.NET Common Language Runtime provides a shared type system, intermediate language and dynamic execution environment for the implementation and inter-operation of multiple source languages. In this paper we extend it with direct support for parametric polymorphism (also known as generics), describing the design through examples written in an extended version of the C# programming language, and explaining aspects of implementation by reference to a prototype extension to the runtime ...

5 Object-oriented programming in TCL/TK

Peter C. Isaacson

October 2001 **Journal of Computing Sciences in Colleges**, Volume 17 Issue 1

Publisher: Consortium for Computing Sciences in Colleges

Full text available: pdf(33.13 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

[incr Tcl], an object-oriented extension for Tcl, will be used to introduce object-oriented concepts into the Introduction to Computer Science course at the University of Northern Colorado. Tcl, an extensible, scripting language, and Tk, an extension to Tcl for building GUIs, have previously been used successfully in the same course.[incr Tcl], written in 1993 by Michael McLennan of Lucent Technologies, has encapsulation, multiple inheritance, composition, and polymorphism (via virtual methods). ...

6 Introducing object-orientedness into a breadth-first introductory curriculum



Richard G. Epstein, Allen B. Tucker

December 1992 **ACM SIGPLAN OOPS Messenger , Addendum to the proceedings on Object-oriented programming systems, languages, and applications (Addendum) OOPSLA '92**, Volume 4 Issue 2

Publisher: ACM Press

Full text available: pdf(673.83 KB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

7 Migration of procedural systems to network-centric platforms

Prashant Patil, Ying Zou, Kostas Kontogiannis, John Mylopoulos

November 1999 **Proceedings of the 1999 conference of the Centre for Advanced Studies on Collaborative research**

Publisher: IBM Press

Full text available: pdf(262.24 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Technologies developed over the past few years such as CORBA, Java and the Web, have made it easier to build and deploy distributed object applications. These technologies have also made a visible impact on legacy software system evolution. This paper focuses on the methods for re-engineering procedural systems into new Network-Centric platforms. The first step of this re-engineering method is to migrate a legacy system into an object oriented architecture. The extraction of the object oriented a ...

8 Practitioner reports: "Honey, i shrunk the types": how behavioral types loose relevance on the edges on OO applications and why a core data fabric is useful for adaptability

John Kuriakose

October 2005 **Companion to the 20th annual ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications OOPSLA '05**

Publisher: ACM Press

Full text available:  pdf(232.31 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

OO Programs are built by first defining User Types within the language environment and then realizing program requirements by using the behavior defined by these Types. We argue against defining types to deal with every scenario. OO Programs within an enterprise have to deal with the non-OO world that includes RDBMS, other Applications, and humans etc. On these EDGES that OO programs interact with the non-OO world we have observed that there is little respect for Types and behavior while the requi ...


Keywords: core data representation, data driven programming, dynamic data model, enterprise data fabric, enterprise data repository, reflective data API

9 Design pattern implementation in Java and aspectJ

Jan Hannemann, Gregor Kiczales

November 2002 **ACM SIGPLAN Notices , Proceedings of the 17th ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications OOPSLA '02**, Volume 37 Issue 11

Publisher: ACM Press

Full text available:  pdf(366.95 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

AspectJ implementations of the GoF design patterns show modularity improvements in 17 of 23 cases. These improvements are manifested in terms of better code locality, reusability, composability, and (un)pluggability. The degree of improvement in implementation modularity varies, with the greatest improvement coming when the pattern solution structure involves crosscutting of some form, including one object playing multiple roles, many objects playing one role, or an object playing roles in multip ...

Keywords: aspect-oriented programming, design patterns

10 Teaching linked lists and recursion without conditionals or null

Stephen Bloch

May 2003 **Journal of Computing Sciences in Colleges**, Volume 18 Issue 5

Publisher: Consortium for Computing Sciences in Colleges

Full text available:  pdf(49.96 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We describe a natural and principled approach to teaching linked data structures and recursion in CS0, CS1 or CS2, and compare the difficulty of using this approach in C++, Java, and Scheme.

11 Object-oriented programming in Ada83—genericity rehabilitated

Henry G. Baker

October 1991 **ACM SIGAda Ada Letters**, Volume XI Issue 9**Publisher:** ACM PressFull text available: pdf(1.04 MB) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

A scheme for single-inheritance object-oriented programming in Ada83 is presented in which many methods are determined at compile time using "generic" subprogram overloading. Unlike previous schemes for object-oriented programming in Ada83, which rely exclusively on derived types for inheritance, our scheme utilizes both derived types and generic units, and hence is more powerful. In particular, inheritance schemes based on derived types cannot handle the C++ concept of "virtual function", wh ...

12 Intriguing technology from OOPSLA: TACO: prototyping high-level object-oriented programming constructs by means of template based programming techniques

Jörg Nolte, Yutaka Ishikawa, Mitsuhsa Sato

December 2001 **ACM SIGPLAN Notices**, Volume 36 Issue 12**Publisher:** ACM PressFull text available: pdf(1.51 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Taco (*Topologies and Collections*) is a template based object platform for cluster architectures, that provides the flavour of distributed data-parallel programming based on distributed object groups. This paper introduces Taco's basic concepts and discusses template based programming techniques to control the behaviour of (collective) method invocations. In particular, the problem of polymorphism and concurrency control in the context of distributed, parallel computing i ...

13 A comparison of the concurrency features of Ada 95 and Java

Benjamin M. Brosgol

November 1998 **ACM SIGAda Ada Letters , Proceedings of the 1998 annual ACM SIGAda international conference on Ada SIGAda '98**, Volume XVIII Issue 6**Publisher:** ACM PressFull text available: pdf(1.99 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: Ada, Java, concurrency, inheritance anomaly, object-oriented programming, tasking, threads

14 An interoperable calculus for external object access

Atsushi Ohori, Kiyoshi Yamatodani

September 2002 **ACM SIGPLAN Notices , Proceedings of the seventh ACM SIGPLAN international conference on Functional programming ICFP '02**, Volume 37 Issue 9**Publisher:** ACM PressFull text available: pdf(211.75 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

By extending an ML-style type system with record polymorphism, recursive type definition, and an ordering relation induced by field inclusion, it is possible to achieve seamless and type safe interoperability with an object-oriented language. Based on this observation, we define a polymorphic language that can directly access external objects and methods, and develop a type inference algorithm. This calculus enjoys the features of both higher-order programming with ML polymorphism and class-base ...

Keywords: Java, ML, interoperability, object-oriented language, record polymorphism, type inference





15 Technical papers: testing II: Fragment class analysis for testing of polymorphism in Java software

Atanas Rountev, Ana Milanova, Barbara G. Ryder


May 2003 **Proceedings of the 25th International Conference on Software Engineering**

Publisher: IEEE Computer Society

Full text available:  pdf(1.13 MB)  Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)
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Adequate testing of polymorphism in object-oriented software requires coverage of all possible bindings of receiver classes and target methods at call sites. Tools that measure this coverage need to use *class analysis* to compute the coverage requirements. However, traditional whole-program class analysis cannot be used when testing partial programs. To solve this problem, we present a general approach for adapting whole-program class analyses to operate on program fragments. Furthermore, ...

16 A comparison of the object-oriented features of Ada 95 and Java


 Benjamin M. Brosgol

November 1997 **Proceedings of the conference on TRI-Ada '97**

Publisher: ACM Press

Full text available:  pdf(2.41 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

17 Software and systems: Obfuscation of design intent in object-oriented applications

 Mikhail Sosonkin, Gleb Naumovich, Nasir Memon

October 2003 **Proceedings of the 3rd ACM workshop on Digital rights management DRM '03**

Publisher: ACM Press

Full text available:  pdf(368.61 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Protection of digital data from unauthorized access is of paramount importance. In the past several years, much research has concentrated on protecting data from the standpoint of confidentiality, integrity and availability. Software is a form of data with unique properties and its protection poses unique challenges. First, software can be reverse engineered, which may result in stolen intellectual property. Second, software can be altered with the intent of performing operations this software m ...

Keywords: code generation, refactoring, software obfuscation

18 Aspect-oriented software development: Aspect-oriented programming and modular reasoning

 Gregor Kiczales, Mira Mezini

May 2005 **Proceedings of the 27th international conference on Software engineering**

Publisher: ACM Press

Full text available:  pdf(113.46 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Aspects cut new interfaces through the primary decomposition of a system. This implies that in the presence of aspects, the complete interface of a module can only be determined once the complete configuration of modules in the system is known. While this may seem anti-modular, it is an inherent property of crosscutting concerns, and using aspect-oriented programming enables modular reasoning in the presence of such concerns.

Keywords: aspect-oriented programming, modular reasoning, modularity


19 Typechecking and modules for multi-methods



Craig Chambers, Gary T. Leavens

October 1994 **ACM SIGPLAN Notices , Proceedings of the ninth annual conference on Object-oriented programming systems, language, and applications OOPSLA '94**, Volume 29 Issue 10

Publisher: ACM Press

Full text available:  [pdf\(2.28 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Two major obstacles hindering the wider acceptance of multi-methods are concerns over the lack of encapsulation and modularity and the absence of static typechecking in existing multi-method-based languages. This paper addresses both of these problems. We present a polynomial-time static typechecking algorithm that checks the conformance, completeness, and consistency of a group of method implementations with respect to declared message signatures. This algorithm improves on previous algori ...

20 Ownership confinement ensures representation independence for object-oriented programs



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Representation independence formally characterizes the encapsulation provided by language constructs for data abstraction and justifies reasoning by simulation. Representation independence has been shown for a variety of languages and constructs but not for shared references to mutable state; indeed it fails in general for such languages. This article formulates representation independence for classes, in an imperative, object-oriented language with pointers, subclassing and dynamic dispatch, cl ...

Keywords: Alias control, confinement, data refinement, relational parametricity, simulation

Results 1 - 20 of 200

Result page: [1](#) [2](#) [3](#) [4](#) [5](#) [6](#) [7](#) [8](#) [9](#) [10](#) [next](#)

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